



PAL













PlayStation®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:

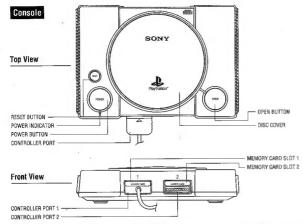
- This compact disc is intended for use only with the PlayStation™ game console.
- · Do not bend it, crush it or submerge it in liquids.
- . Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its
 protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in
 straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

SETTING UP

Set up your PlayStation $\!\!\!^{\otimes}$ game console according to its Instruction Manual.

Insert the SPICE WORLD™ Disc and close the Disc cover.



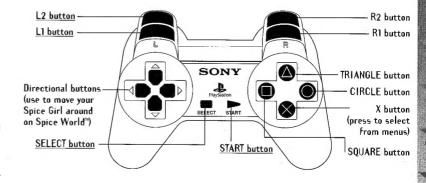
Turn the PlayStation game console ON by pressing the POWER button. Do not insert or remove your Controller or your Memory Card after you've turned on the power.

Make sure there are enough free blocks on your Memory Card before commencing play, and that your Memory Card is inserted in Memory Card slot 1 at the front of your PlayStation game console.

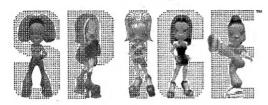
<u>PLEASE NOTE</u>: All in-game pictures for this manual have been taken from the English version of this game. Some of the screenshots are of pre-completion screens and may differ slightly from those in-game.

RESETTING THE GAME: Should you want to start again from scratch, you can reset the game by holding down the L1, L2, R1, R2, Start and Select buttons at the same time.

PAUSING THE GAME: You can pause the game by pressing the SELECT button. You can either quit your current game by pressing the button, or return to your game by pressing the button.







HELLO! WELCOME TO OUR VERY OWN SPICE WORLD"!

On Spice World" you can learn everything it takes to become a Spice Girl. Through the power of the PlayStation® game console you can mix Spice music and arrange Spice dances! Plus, there's loads of new video clips to watch so you can learn more about the exciting Spice universe! This manual is here to help you through Spice World" on your first visit, but don't worry, you'll soon get the hang of it.



....SO COME ON, LET'S GET GOING!!!

HOW TO GET AROUND IN SPICE WORLD™

To find your way around in Spice World™, you'll need to use a Controller. Each of the buttons does a different thing depending on where you are. The controls are explained fully later on in the manual.

LET'S PLAY!!

When you first arrive on Spice World™ we'll be practicing one of our routines. You can watch us performing if you like or you can skip this bit by pressing the ⊗ button.



At the end of the routine, you can choose one of us to guide you through Spice World™. To do this, press the LEFT or RIGHT Directional buttons until the Spice Girl you want steps forward, then press the ⊗ button to enter Spice World™.

<u>TIP</u>: Some things you can do are different depending on which of us you choose. To enjoy everything, you should try every section in Spice World^M with every Spice Girl – after all, we all want a turn!

Now we can beam down to the surface of Spice World™!

Moving Around Spice World™

Let me tell you how to move around! There are six main areas on Spice World™; MIXING ROOM, DANCE PRACTICE, DANCE RECORD,





TELEVISION STUDIO and SPICE NETWORK, plus the OPTIONS MENU (you might want to go here first before you enter one of the other sections). To select one of these, use the DOWN Directional button to move me onto a floor-button and stamp by pressing the Stutton. We'll then beam up into that section.

<u>TIP</u>: You can't get into all the sections at first! For instance, you can't get into the DANCE PRACTICE area until you have recorded a track in the MIXING ROOM. Don't rush. To enjoy the experience more, take your time and explore. There are lots of things to discover.



"I'll show you how to mix a cool Spice track! Here's how to use the Controller in the MIXING ROOM."

SECTION ONE: THE MIXING ROOM

button

Preview the sample you're standing on

<u>button</u>

Playback the mix

button

Hear the previous recorded sample (or save the mix once recording has finished)

button

Record sample (or Re-record once the song is finished)

SELECT button

Gives option to quit the current game and return to the Spice World™ main menu In this section you can mix a selection of different Spice Girls songs.

To help you, there's a DJ who records your mixes. He tells you how to operate the controls. If you've been here before, you can press the S button to skip to the next bit.

First though, you need to choose the track



you want to work with. Each square block represents a different one of our songs. To hear them, jump from block to block by using the Directional buttons and you'll hear a few seconds of each song. Once you've picked the one you want, press the button.

The song has been cut into nine sections, or 'samples', each of which contains instantly recognizable pieces from that particular song.

Now you can start to record samples in a new order. To do this you just play one of the nine samples one at a time, while the DJ records for you. Just use the Directional

buttons to move me to the sample you want to play next.

Press the button to hear a preview of your selected block sample, or if you're sure that you want to record it, press the button. If you want to hear the last sample that you recorded at any time, press the button. Press the button to hear your new mix once you have finished recording it.





TIPS: Some samples go well together, others don't sound so good, depending on the sequence you choose. Practice until you have a cool mix!

Once you have recorded enough samples, a screen will appear allowing you to either playback your completed mix with the button, re-record it from the beginning with the button, or go to the Save screen to save it onto a Memory card by pressing the button. Select a block on your Memory Card and save onto it by pressing the button.

To save your mixes permanently so you can load them again at a later date, you need a Memory card. Put the Memory Card into Memory Card slot 1 on the front of your PlayStation game console.

"Now you can go on to the Dance Practice."



"This is my fave section. Here are the controls for the DANCE PRACTICE."

SECTION TWO: DANCE PRACTICE



X SQUARE TRIANGLE & CIRCLE buttons

Press to match the symbols on-screen

SELECT button

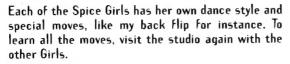
Gives option to quit the current game and return to the Spice World™ main menu

In the DANCE PRACTICE section you can learn the Spice Girls' dance moves which you're gonna need in the DANCE RECORD bit. Each of us has 11 different moves to learn



The Dance Teacher may look weird but he's a great dancer and can teach you a lot. If you already know this bit, press the start practicing.

<u>TIP</u>: There are 11 dance moves. Each move is controlled by a sequence of four buttons that have to be pressed on the beat. Follow the symbols in the middle of the screen to get the beat and learn the buttons. You can see how well you are following the pattern by looking at the bar running across the bottom of the screen. Each successful move is recorded in color and unsuccessful moves remain gray.



"Shall I show you this bit? Here are the controls for the DANCE RECORD section:"



- <u>button</u>

Play back dance sequence

buttonRe-record dance session

• <u>button</u>
Store dance session

Select button
Gives option to guit

Gives option to quit the current game and return to the Spice World™ main menu

SECTION THREE: DANCE RECORD

In the Dance Record section, all five of us join in to rehearse dance routines for your TV show. You can't see the Dance Teacher, but he's still there. You can skip the introduction bit by pressing the button.



Use the dance moves you learned in the DANCE PRACTICE to make your Spice Girl dance. While you are dancing, the other Spice Girls keep time automatically. Tap in the button sequences in groups of four, just like they were when you were in the DANCE PRACTICE.

When you've finished recording dance moves for your chosen Spice Girl, press the button to store what you've done, then you can choose another girl by pressing the UP or DOWN Directional buttons.

Now this is important: In this section, when the dance teacher lets you store what you've done, he doesn't actually save it onto a Memory Card, so if you quit, or if you turn off your PlayStation game console, the DANCE RECORD won't be saved. You can only do that once you've done the DANCE RECORD section with all five Spice Girls.



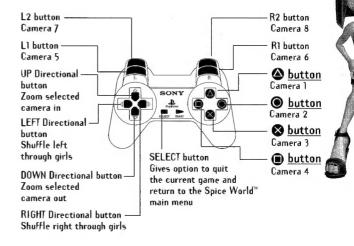
OK, so you've stored your first set of dance moves, so it's time to pick another Spice Girl. Use the UP or DOWN Directional buttons to move the spotlight to the next Spice Girl in line so you can record a separate routine for her. You can record a routine very quickly by copying a routine from one Spice Girl to another. After you have selected a new Spice Girl you will be asked whether you want to copy the routine you have recorded from the previous Spice Girl to the one you have currently selected. If you want to copy the routine press the button - if you want to record a new routine of your own press the button. Easy, isn't it!

Repeating this method, you can build up a dance featuring all five of us! After recording each Spice Girl, you will be given the opportunity to play back the dance sequence by pressing the button. If you're not happy with the final result you can try again by pressing the button, or you can store what you have recorded by pressing the button.

Once you have finished recording with all five Spice Girls, a screen will appear allowing you to either playback the dance routines of each of the girls (press the button) or re-record each routine from the beginning (press the button). If you're happy with the complete routine, save it onto a Memory Card by pressing the button and entering the SAVE screen.

"Okay, we're ready to do our routine on TV now. Here's the TELEVISION STUDIO controls."

SECTION FOUR: THE TV STUDIO





If you completed the DANCE RECORD section, you'll have an act for us to take on TV. In the TV Studio you can direct the camera movements to record the dance and music while we perform.



Once the Stage Manager lets you into the Studio, he helps you to control the cameras, and records your progress, just like the DJ or the choreographer in the Mixing and Dance Studios.

TIP: Making the TV show is easy. Simply choose which camera you want by pressing the appropriate buttons on the Controller. For a professional result, try and keep the changing camera shots in time with the music! Once you've finished, press the button to view your routine again, press the button to re-record your video, or press the button to enter the SAVE screen and save your position onto a Memory Card. This way, you can get back to the TV Studio whenever you want.

On Spice World™, we've even got our own TV station where you can see us being interviewed and answering loads of guestions (that interviewer's dead cheeky!!)/

SECTION FIVE: SPICE NETWORK

To tune into the Spice Network, walk over to the Spice Network floor button and press the button, then sit back and enjoy the video footage of us talking about our hectic lifestyle! Even better, each time you watch the order of the clips will be different, so it's like a new show every time!



TIP: To skip past an individual video sequence to the next one, simply press the button. Quit watching the SPICE NETWORK by pressing the SELECT button.

OPTIONS MENU

Choosing OPTIONS MENU allows you to change the volume of the music and sound effects, load a previous game from a Memory Card or even change which Spice Girl you guide through Spice World™. To load a game you've already saved, highlight the MEMORY CARD option and press the ⊗ button. On the MEMORY CARD screen, choose which previous save to load and confirm by pressing the ⊗ button. If you change your mind and



decide against loading an old game, press the $oldsymbol{\triangle}$ button to return to the OPTIONS MENU.

Alter the FX VOLUME or MUSIC VOLUME by highlighting the respective option and pressing the LEFT Directional button to decrease the volume or the RIGHT Directional button to increase the volume.

Make it really LOUD!!!!.

To change which Spice Girl you guide through Spice World™, simply highlight the CHANGE GIRL option and press the ⊗ button to confirm. This will take you back to the bit where you picked one of us to join you. You can choose a different Spice Girl from here.

<u>TIP</u>: When you first enter Spice World™, you might want to change your Sound FX volume and MUSIC volume here. You'll need a Memory Card if you wish to save your options for next time. These settings will be stored onto your Memory Card whenever you save.

Memory Cards

The in-game SAVE system lets you record songs and dances onto a Memory Card any time you complete an area. Press the
■ button to enter the SAVE screen, then press the
■ button to activate the save system. Use the Directional buttons to highlight a free block on the Memory Card and press the
■ button again to save.



Remember – a Memory Card will only work on Spice World™ if you put it into Memory Card slot 1 at the front of your PlayStation game console.

Do not insert or remove Memory Cards once the power is turned on - doing so can in some instances corrupt the Memory Card data. Make sure there are enough free blocks on your Memory Card BEFORE commencing play.

Spice World™ needs a minimum of one Memory Card block to work best. The Memory Card block is used to save your game options, one complete mix of a song and save your position. So if you manage to complete a dance routine for all five girls in the DANCE RECORD section, you'll be able to access the TV STUDIO straight away from your Memory Card without having to complete all the other sections.

One Memory Card contains 15 blocks. If you want to save more than 15 different song/dance/TV performances, you will need extra Memory Cards to save them onto.

 \overline{IIPS} : By reloading data from your Memory Card, you can go back later to load it and change any part of any song, dance or TV show you have recorded. This allows you to finish a complex routine in several sessions with Spice World $^{\text{\tiny{ML}}}$.

If you want to impress your friends and re-play a section that you saved previously, simply go to the OPTIONS MENU, highlight MEMORY CARD and then highlight which save you want to load. Press the button to load the save in, and then show them everything you've done!

Now you know what to do, get in there and start exploring. What are you waiting for?!!



MEL B (aka Scary Spice)

Name: Melanie Janine Brown Birthday: May 29th, 1975 Sign: Gemini Birthplace: Leeds, West Yorkshire Height: 5' 5"



EMMA (aka Baby Spice)

Name: Emma Lee Bunton Birthday: January 21st, 1976 Sign: Aquarius Birthplace: Barnet, North London Height: 5' 2"



MEL C (aka Sporty Spice)

Name: Melanie Jayne Chisolm Birthday: January 12, 1974 Sign: Capricorn Height: 5' 6" Birthplace: Liverpool, Merseyside



GERI (aka Ginger Spice)

Name: Geraldine Estelle Halliwell Birthday: August 6th, 1972 Sign: Leo Height: 5'2" Birthplace: Watford, London



VICTORIA (aka Posh Spice)

Name: Victoria Adams Birthday: April 17th, 1974 Sign: Aries Height: 5' 6"



Birthplace: Goff's Oak, Hertfordshire





DANCE MOVE CHART

SPECIAL-5. SIDE-JUMP

Here's a list of all the dance moves and how to perform them. Practice these in the DANCE PRACTICE area to get them as good as you can!

NOTE: Always start the dance move with \otimes button to get the first beat.

 $X \square X O$

Basic-1, SWAY	., •	$\times \times \times \times$
Basic-2, SHOULDER SHIMMY		$\times \times \times \square$
Basic-3, POINT and SWAY		$\times \times \times \nabla$
Basic-4, KNEE WIGGLE		XXXO
Basic-5, TWIRL		$\times \square \times \square$
Basic-6, SHUFFLE		$\times \triangle \times \triangle$
SPECIAL-1, FREESTYLE POINT		XOXO
SPECIAL-2, FREESTYLE WAVE		$X \square X \nabla$
SPECIAL-3, WALK and WAVE for BACKFLIP for Mel C only)		$\times \nabla \times O$
SPECIAL-4, HIP WIGGLE		$X \bigcirc X \square$
OPECIAL - OIRE HILL		

CREDITS

Film clips and musical recordings are licensed courtesy of Virgin Records Limited. Musical Works and Lycies Licensed courtesy of MCPS. "Spice" logo and materials "and "O Spice Girls Limited. Game "O 1998 Sony Computer Entertainment Europe. Published in USA by Psygnosis under license from Sony Computer Engertainment Europe. "Diblished in USA by Psygnosis under license from Sony Computer Engertainment Europe. "Spice Up Your Life" Footage licensed courtesy of LWT. "422" footage licensed courtesy of LW N. All Rights Reserved.

Psygnosis and the Psygnosis logo are ™ or ® and ©1990-8 Psygnosis Ltd. All Rights Reserved.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NISS U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

WANNABE

Writers: Stannard / Rowbottom / Halliwell / Brown / Chisholm / Aadams / Bunton Publishers: Windswept Pacific / PolyGram Music Publishing

MOVE OVER (Alt. Generation Next)

Writers: Stannard / Rowbottom / Wood / Lane / Halliwell / Brown / Chisholm / Aadams / Bunton Publishers: Windswept Pacific / PolyGram Music Publishing

WHO DO YOU THINK YOU ARE

Writers: Wilson / Watkins / Halliwell / Brown / Chisholm / Aadams / Bunton Publishers: Windswept Pacific / BMG Music Publishing

SPICE UP YOUR LIFE

Writers: Stannard / Rowbottom / Halliwell / Brown / Chisholm / Aadams / Bunton Publishers: Windswept Pacific / PolyGram Music Rublishing

TWO BECOME ONE

Writers: Stannard / Rowbottom / Halliwell / Brown / Chisholm / Aadams / Bunton Publishers: Windswept Pacific / PolyGram Music Publishing

IF YOU CAN'T DANCE TO THIS

Writers: Stannard / Rowbottom / Halliwell / Brown / Chisholm / Aadams / Bunton / Collins / Jacobs / Clinton / Morrison / Thomas / Castor / Pruitt

Publishers: Windswept Pacific / PolyGram Music Publishing / Island / Zomba / Minder / Bridgeport

NAKED

Writers: Wilson / Watkins / Halliwell / Brown / Chisholm / Aadams / Bunton Publishers: Windswept Pacific / BMG Music Publishing

SAY YOU'LL BE THERE

Writers: Kennedy / John B / Halliwell / Brown / Chisholm / Aadams / Bunton Publishers: Windswept Pacific / Sony Music Publishing